NOVEMBER/DECEMBER 2025

23UCS11/23USC11 — OBJECT ORIENTED PROGRAMMING CONCEPTS USING C++

Time : Three hours Maximum : 75 marks

SECTION A — (10 × 2 = 20 marks)

Answer ALL questions.

1. Define tokens in C++.
2. Can we use int as variable name in C++? Give reasons for your answer.
3. Define constructors in C++.
4. What is the significance of static data members in class?
5. Why we need inheritance?
6. Define virtual class.
7. Define pointers in C++.
8. What is virtual functions?
9. Define file pointers.
10. What is buffered output in C++?

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SECTION B — (5 × 5 = 25 marks)

Answer ALL questions

11. (a) Write a c++ program to find greatest of three numbers.

Or

(b) Explain in detail the decision making and statements of control structures.

12. (a) Explain the importance of static member function in C++.

Or

(b) Explain the importance of friend function with appropriate code.

13. (a) Explain in detail the rules for operator overloading.

Or

(b) What is multilevel inheritance? Explain it with suitable code.

14. (a) Explain the pointer to derived classes and base classes.

Or

(b) Write a short note on characteristics of arrays in C++.

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15. (a) Write a C++ code to read a file content and print the same.

Or

(b) Explain the declaring and initializing string objects.

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

16. Explain in detail about various OOPs concept.

17. Explain the constructors and destructor with static members.

18. Write a C++ code to overload ++ and * operator.

19. Explain virtual function with suitable code.

20. Explain in detail about class and function templates.

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